

A (SINGLE A) RULES – 2021

1. **HAVE FUN!**
2. **Time:** Games will be conducted on a “time-limit” basis rather than an “Innings Played” basis. Games shall be played for a minimum 60 minutes. The start of the game is to be started by the first pitch to an opposing batter. No new inning or half inning will begin after 60 minute time limit has elapsed from the game’s beginning (unless agreed upon by both teams’ managers).
3. **Mandatory Playing:** Every player on a team roster will be participate in each game.
4. **Pitching:** Single A is a coach-pitch level whereas the batting team’s coach or manager will pitch to their own team.
5. **Fielding:** It is recommended that 9 players occupy the field. At the Manager’s discretion, additional players may be placed in the Outfield, allowing for a Right Fielder, Left Fielder, a Right Center Field and Left Center Fielder. The outfielders should remain behind the base path line until the ball is in play. Only one player may stand by the Pitcher’s mound. A coach occupies the Catcher position, although any defensive player may move to home plate to make a defensive play once the ball is in play. If a team has 10 or more players at a game, the Manager may elect to play 8 players and have 2 players in the dugout OR play all 10 players (with an extra infielder between 1st and 2nd bases) to avoid a situation where only 1 player is the dugout at a time.
 - a. **Rotating Fielding Positions:** Players should be allowed and encouraged to play in any position that they desire at some point during the course of the season. During each game, each player should have playing time in both the infield and outfield positions. Managers are also encouraged to switch defensive players (from position to position) to minimize the player’s “sit” time. Participation and fun are the overall goals!
6. **Batting:** Every player on the roster bats, even if not currently playing defense. Substitutions do not affect a team’s batting order.
 - a. It is suggested the hitter be given the opportunity to hit four (4) good pitches. Taking a good pitch should be counted against the 4 pitch count. Coaching discretion is advised, being mindful of keeping the pace of play moving to provide all players as many at bats as possible during the time limit.
 - b. If the batter does not successfully put the ball into play after four (4) good pitches, he/she must use the batting tee. At such time, the batter may have as many swings as necessary to put the ball into play off the batting tee.
7. **Batting Order:** The batting order will be reversed in even-number innings. For example, in the 1st inning, the order will be in sequential order – 1, 2, 3, etc. through the roster. In the

2nd inning, the batting order should be reversed. Therefore, the last batter of the inning for one team will be the lead-off batter the following inning.

8. **Stealing / Lead Offs:** A base-runner must remain in contact with a base until the pitch has reached the batter. The stealing of a base is not permitted.
9. **Outs:** Each team shall bat through its line up every half inning, regardless of the number of outs recorded. If a batter or runner is called out, the batter or runner shall return to the dugout.
10. **On Deck:** An on-deck batter is not permitted at any time.
11. **Dugout:** All players are to remain in the dugout when not batting or playing.
12. **Substitutions:** Allowed at any time and at any position.
13. **Equipment:** NBLL provides a uniform (jersey and hat), game balls, batting tees and helmets. It is encouraged that each player wears their own helmet for games and practices. All batters and base runners must wear helmets at all times while on the field.